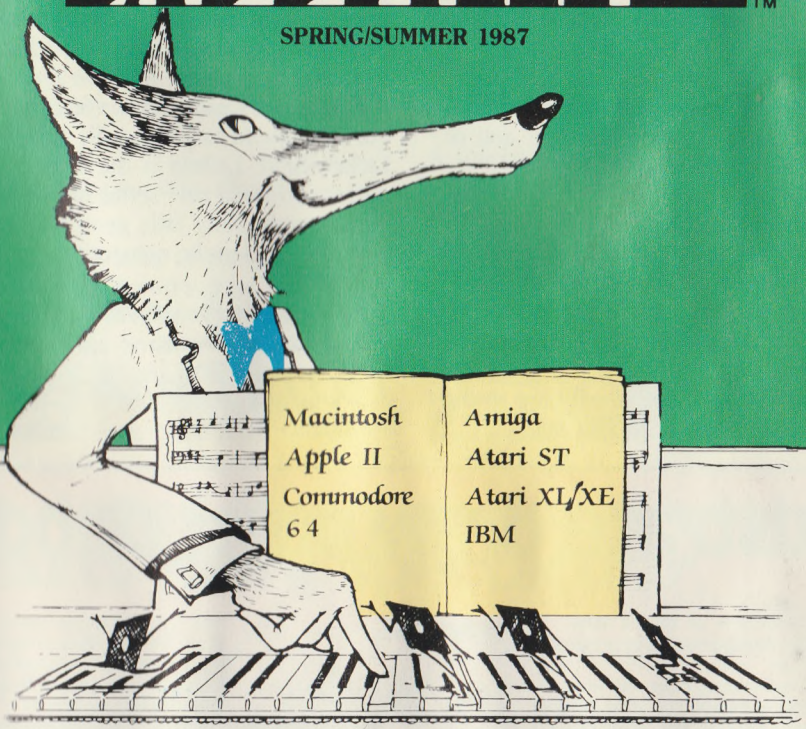
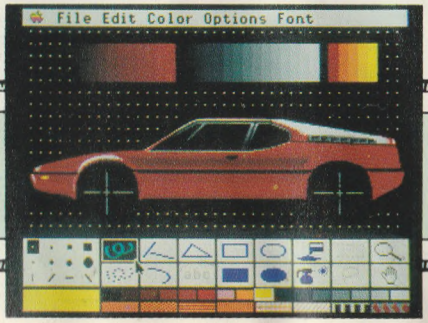
PLAY IT AGAIN

HIGH PERFORMANCE SOFTWARE

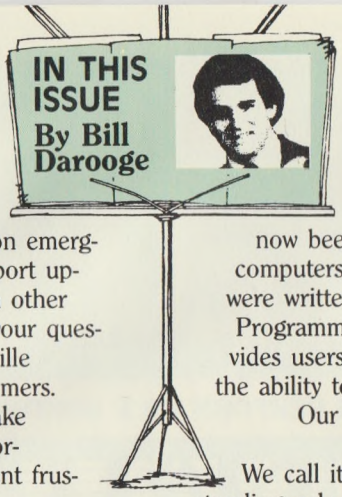
BAUDVILLE™

SPRING/SUMMER 1987





In This Issue



We aim to be your one-stop resource center. We'll list Baudville software and related products, tips and techniques, feature articles on emerging technology, product support updates, reviews that appear in other magazines, and answers to your questions. It's a forum for Baudville customers and staff programmers. A place to seek answers, make announcements, provide information, and, if necessary, vent frustration. So let's get started!

Our feature article by Michael Darooge, head of program development at Baudville, concerns Super Hi-Res Graphics on Apple's new IIgs computer. Michael provides a sneak preview into the dazzling performance of this new machine, and of Baudville's first offering for the GS—816/Paint.

On a personal note, its been a long time since I've seen our programming staff show this much enthusiasm for a new computer. We think Apple has created a winner that assures the Apple II's continued success.

Who is Hacker Jack? You'll have to dig deeper into this issue to find out. Unless of course you've already purchased one of the Hacker Jack programs. This popular series has now been expanded to run on most computers. The original Apple versions were written using Baudville's Take 1 Programmer's Toolkit. The Toolkit provides users with access to the code and the ability to modify it for their own use.

Our latest Hacker Jack offering debuts on the Apple II. We call it Award Maker Plus. The outstanding color output of this load'n'go program is shown on the back panel of this issue. A must program for anyone to creatively give out awards or certificates of appreciation.

Finally, let me draw your attention to our new friend and Baudville mascot — Lickety-Split. Lickety is the mark-of-distinction for a new series of software supplements. Nifty little gems that save you time, and make computing more enjoyable.

Remember, we're software users too! Please keep in touch.

Bill Darooge
President

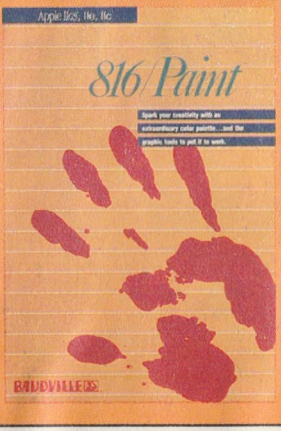
Illustrate, draw, paint, doodle.

816/Paint opens up the full range of graphic possibilities for your Apple II computer.

Enjoy outstanding color and wide open graphic freedom to scale, rotate, stretch or paint with any object on your screen. 816/Paint gives you all the tools you need for outstanding results, whether it's illustrations for video slides, clip art for desktop publishing, or just some creative fun.

And you can do it fast. The Macintosh-inspired menu of 816/Paint is easy to learn, and even easier to use.

Unlike any previous Apple II program, 816/Paint works with ALL Apple high resolution graphics modes, including Hi-Res, Double Hi-Res, and the 4096 color Super Hi-Res mode on the Apple IIgs No matter which Apple II you own, 816/Paint will deliver unsurpassed color and creative capabilities.



816/Paint features color printouts with the ImageWriter II and color animation with palette cycling.

Each package includes 2 ProDOS disks: a 3½" 800K disk for the Apple IIgs and a 5¼" disk for the Apple IIe and IIc machines. No matter which Apple II you own, 816/Paint will deliver unsurpassed color and creative possibilities.

816/Paint Age 10 and up.

■ **#24601 Apple II . . . $75.00**

Join the clan of Baudville enthusiasts, by sending us your comments, suggestions, or possibly an article for the next issue of this forum.

Q. *I have saved my TAKE 1 scene to my data disk, but when I try to view it nothing will run.*

A. Quick check. Were all the actor files, character files, and text files used in the scene saved individually to your data disk? Otherwise your scene is actually a set of instructions for no one.

Q. *Which Prince package should I buy?*

A. If you have a color printer your multi-color ribbon works great with Prince (without ribbons). In the case of black & white printers, Prince with the four color ribbons is recommended. (Epson 80 & ImageWriter/C.itoh styles available from Baudville.)

"Our heartfelt thanks. . ."

Ever wonder why the 10 of hearts in VIDEO VEGAS (Apple version) actually has only nine hearts on the card? Hats off to Mark Dye of Otego, New York, who brought this to our attention! Thanks to his concern the card has been corrected.

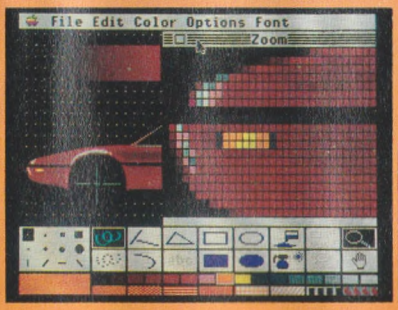
From Henry Reed, PhD. . "I am a proud owner of Take 1. I find it most useful in couples' counseling, where the feelings are complex and interrelated. I have found that I am able to get the couples to laugh at themselves when I show them the cartoons I have made of their typical scrapes."

A special thank you to each of the schools that have written or called to share their fund raising ideas. From camp T-shirts and team jerseys, to personalized bumper stickers, we applaud you.

The computers, printers, and input devices listed in this catalog are manufactured by other companies. We acknowledge their Trademarks and use them only to assist our customers in selecting merchandise. These companies make no warranties, either express or implied, regarding our products.

It's never been easier nor the results more spectacular.

816/Paint™



NEWS FLASH

Boca Raton, Florida, Sept 1986 — 816/Paint is a hit at the Apple World Sales Conference.

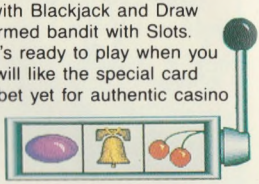
Baudville selected to accompany Apple Computer on a twelve city introduction tour of the new IIGS, Sept 15-18.

	IIGS 512K min. IIe/IIc 128K min.	ProDOS	DOS 3.3	3½" Disk	5¼" Disk
Hi-Res	•	•	•	•	•
Double Hi-Res	•	•	•	•	•
Super Hi-Res 320	•		•		•	
Super Hi-Res 640	•		•		•	

The best Vegas package deal ever!

Take a break and go to Vegas. It's ok, when the boss sees Video Vegas he'll want one too! It's the four-games-in-one package that looks and plays exactly like the video games in Las Vegas casinos.

Fine tune your strategy with Blackjack and Draw Poker. Challenge the one-armed bandit with Slots. Beat the odds with Keno. It's ready to play when you are. Blackjack enthusiasts will like the special card counting feature. The best bet yet for authentic casino action.



Video Vegas Age PG 13

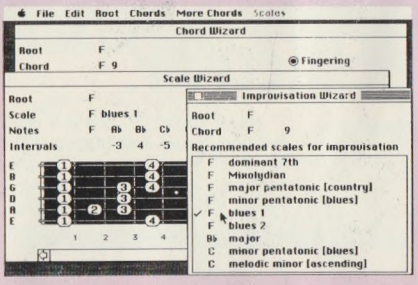
- **#12511 Apple II . . . $29.95**
- **#12602 Commodore 64 . . . $29.95**
- **#12613 Amiga . . . $34.95**
- **#13604 Atari XL or XE(64K) . . . $29.95**
- **#13605 IBM . . . $34.95**
- **#13606 Atari ST . . . $34.95**

"Jack's my name,

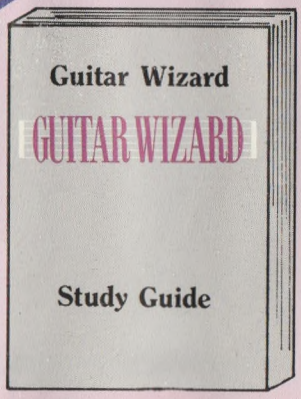
I'm Hacker Jack, modern day digital explorer. I've searched the world over to bring you the best family programs around. Exciting. Creative. Educational. My new line of educational software is the best of the best. I'd stake my reputation on it.

There's my friend Ted Bear and his games for kids. Ted Bear is (I hate to admit it) cute. With a capital "C." Smart, too. Ted plays fair, and shows your little hackers how to be good winners and good losers (a dilemma I never face). Trust me — your kids want Ted Bear.

Video Vegas. It's the cheapest thrills



GUITAR WIZARD



This book is an invaluable addition to the Guitar Wizard program. It contains study exercises and helpful tips for beginner, intermediate, and advanced guitarists. Topics include chord and scale theory, ear training, altered tunings, and more. Recommended for both students and teachers.

- **#30609 Guitar Wizard Program Supplement . . . $12.95**

Hours of enjoyment for the young and young at heart!

The next time your child has "nothing to do," introduce a lovable new playmate, Ted Bear. With Ted your child can play Concentration, Old Maid, and Go Fish — any time rain or shine. We've included three skill levels, so the fun goes on and on.

These classic card games help your child develop the ability to concentrate and use strategy. Your electronic friend plays fair, and Ted's acceptance of losing sets a good example as well.

Colorful, action-oriented graphics make words interesting and reinforce their meaning, thus encouraging your child's desire to read.

Rainy Day Games Age 4 and up.

- **#13501 Apple II . . . $29.95**
- **#13602 Commodore 64 . . . $29.95**
- **#13604 Atari XL or XE . . . $29.95**
- **#13607 Macintosh . . . $34.95**

hacking's my game."

you've had in a long time! Authentic casino action whenever you want it.

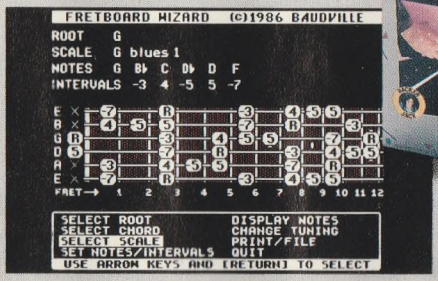
With my Guitar Wizard program, you music-makers can locate fingerings and fretboard patterns for chords and scales in any key — in a snap. Music theory and techniques, scales, and enhanced improvisational skills are right at your fingertips.

Listen, I know all about that sense of adventure lurking around inside your brain. That's why I've dedicated this software to the hacker in all of us. Who is Hacker Jack? He might be you.

Hacker Jack

It's hi-tech hot licks!

And it's about time. Guitar Wizard replaces those dreadful chord and scale books, with an easy-to-use program that helps guitarists learn and analyze the fingerings and fretboard patterns for all types of chords and scales. The fretboard, notes, and finger positions are shown in clear graphic displays that can be printed out for study away from the computer.



Learning the fretboard will improve your playing whether you read music or not. Novice and intermediate players will find Guitar Wizard useful for learning new chords and scales at different positions on the neck. Advanced players can develop improvisational skills by analyzing fretboard harmony and fingering patterns. Teachers can develop custom lessons and study materials with the printing feature.

This program can be used with all types of fretted stringed instruments in both standard and non-standard tunings. The ultimate tool for finding unusual chord voicings or exploring the possibilities available with alternate tunings.

Guitar Wizard Age 10 and up.

- **#11607 Macintosh . . . $$34.95**
- **#12501 Apple II . . . $29.95**
- **#12602 Commodore 64 . . . $24.95**
- **#12604 Atari 800, XL, or XE . $24.95**

COLOR GRAPHICS ON

By Michael Darooge

"For those of us who have resisted the temptation to trade our Apples for something else, the new Apple IIGS is good news indeed."

The Apple II dream machine has finally arrived! During the past few months, faithful Apple II users have watched with envy while new computers with superior graphics, sound, and performance were introduced. For those of us who have resisted the temptation to trade our Apples for something else, the new Apple IIGS is good news indeed! It has blazing 16-bit performance, dazzling graphics with 4096 colors, and synthesized sound that sets a new standard for personal computers. And if that isn't enough, it is compatible with existing Apple II software and peripherals.

If you have been working with Apple II graphics, you will really appreciate the new Super Hi-Res color graphics capabilities on the IIGS. Besides the Hi-Res and Double Hi-Res modes, the IIGS adds two "Super Hi-Res"modes: 200x320 pixels with a 16 color palette, and 200x640 pixels with a 4 color palette. Individual colors in a palette can be selected from any of 4096 colors. These new modes, combined with Macintosh style menus, 16-bit speed, and a high-resolution analog RGB monitor, make a very powerful environment for computer graphics.

The engineers at Apple have provided an array of hardware features (like multiple palettes) and software tools (Prodos16, QuickdrawII, etc.) for the IIGS. The programming staff at Baudville and I have been working around the clock to create user software that takes full advantage of the new features. The first of these programs is 816/Paint. The "816"refers to the 65816 processor used in the IIGS; it also implies that 816/Paint contains both 8-bit and 16-bit programs to work with all of the Apple II and IIGS graphics modes.

Choosing one color out of 4096 different colors might seem like a difficult task since you cannot get all 4096 colors on the screen at one time. The solution is really quite simple. Every color can be created from red, green, and blue light of varying intensities. The IIGS allows 16 levels each of red, green, and blue in the

"...your programs are excellent. Our microcenter director said the animation is better than anything he's seen for Apple to date. Thank you for producing quality, inexpensive software. One end user really appreciates your efforts."

Tucson, Arizona

"No matter what graphics program you own, you'll certainly want to add Prince to your software library."

InCider Magazine

"Professional quality full color animation [Take 1] within the grasp of even the most fumbling artist...Walt Disney would be proud."

USA Today

"I want to say that I think 'PRINCE' is an outstanding program. Out of all my software, I've not enjoyed another program as much!"

Sandy

"Guitar Wizard is an ideal tool for learning about scales and chords on the guitar...the program is extremely well organized and very easy to use."

Computer Entertainer

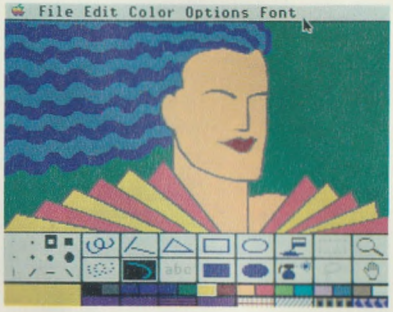
"Rainy Day Games is a marvelous introduction to the computer for the four or five year old...I highly recommend Rainy Day Games."

Computing Today

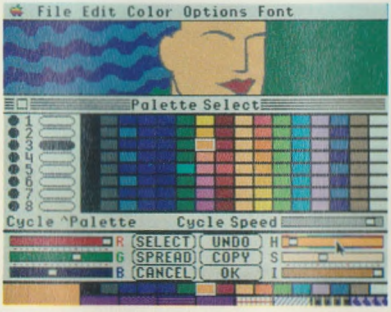
THE NEW APPLE IIGS

display. Thus we can use three slider controls to set the R, G, and B levels for a particular color. A more intuitive approach is to use controls similar to a color TV: Hue, Saturation (grey level), and Intensity (brightness). The 816/Paint palette edit menu lets you use either method.

The IIGS hardware allows up to 16 different palettes of 16 colors each. Eight of these are used by the system for menus and windows, leaving 8 different color schemes available for the picture. For example, you can go from day to night or summer to autumn by simply selecting a different palette. The 816/Paint palette select menu lets you switch palettes easily, copy colors from one palette to another, or create a series of colors that spread smoothly from one color to the next. With multiple palettes you can create spectacular "color animation" effects by cycling the palettes. Buttons at the left side of the palette select menu select which of the picture palettes are cycled. By carefully choosing the colors in each palette, you can create flowing rivers with waterfalls or brilliant flashing neon signs.



The 816/Paint main menu.



The 816/Paint palette editor.

"Programmer's Toolkit is a superb jumping-off point for exploring kinetic art. The Toolkit is an extension to the BASIC programming language. All the fine Take 1 routines for fast, smooth animation are available through ampersand calls in any BASIC program."

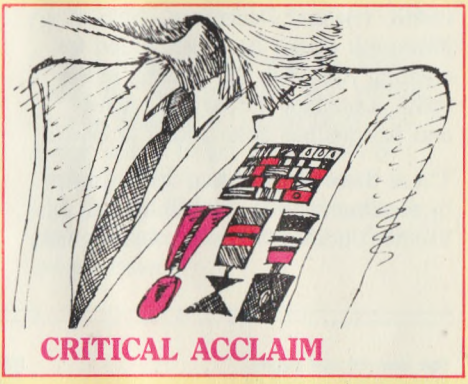
Curriculum Review

"This program [Video Vegas] is very addicting. . ."

Apple- Dayton

"816/Paint makes better use of the AppleIIcs tools than any other paint program."

Paul Statt/ InCider Magazine



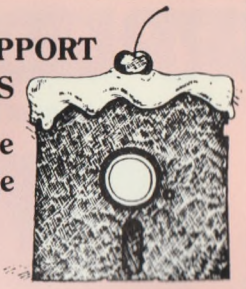
CRITICAL ACCLAIM

"Prince is indeed a prince of a printing program."

A+ Magazine

PRODUCT SUPPORT AND UPDATES

By Faye Vanden Berge



Always remember to send in your warranty card. Product support is available by phone or mail to any registered owner. To locate your version number watch the top of the screen as your program boots.

CURRENT UPDATES:

BLAZING PADDLES—APPLE: Version 04431, released March, 1985. Color printing routines have been added for color printers; including the ImageWriter II, C.itoh 8510SC, Apple Scribe, Epson JX80, Okimate 20, IDS Prism.

BLAZING PADDLES—C64: Version 04412, released November, 1986. Color printing routine has been added for the Okimate 10. The newest version also includes a routine for automatically loading your picture files into your own programs.

TAKE 1 Deluxe — Apple: Version 06461, released December, 1986. A Moviedisk Maker has been added for creating your own self-booting movie disks. Animation Library #1, Actors and Actions has been added to side 2.

These three updates may be obtained by sending in your original disk and $12.50. Updates for both your original and back-up disk are available by sending in both disks with $17.50.

TAKE 1 PROGRAMMER'S TOOLKIT: Version 10601, released March, 1986. TAKE 1 projector fades are now accessible from your program, copy protection can be installed on your moviedisks, and additional Ampersand commands can be linked to the TOOLKIT. Expanded user guide is included.

The PROGRAMMER'S TOOLKIT update may be obtained for $17.50. Return of your original disk is not necessary.

NOTE: The following updates are free to registered owners who have experienced these problems. Simply send in your original disk with a note explaining that you would like a replacement.

PRINCE: Version 15541, released October, 1986. Corrections have been made in the NEC 8023 and Data Products printing routines.

VIDEO VEGAS—AMIGA: Version 12613, released November, 1986. Minor problems in the Blackjack section have been corrected and audio performance has been enhanced. Random card dealing bugs have also been corrected.

Your satisfaction is our concern! If you discover any discrepancies with a Baudville program please call or write to inform us. We will continue to provide cheerful support for any problem you may encounter.

See one of our many fine dealers or call us direct. VISA and MasterCard accepted for phone orders.

BAUDVILLE

1001 Medical Park Drive, S.E., Grand Rapids, MI 49506

Order Today! ☎ **616-957-3036**

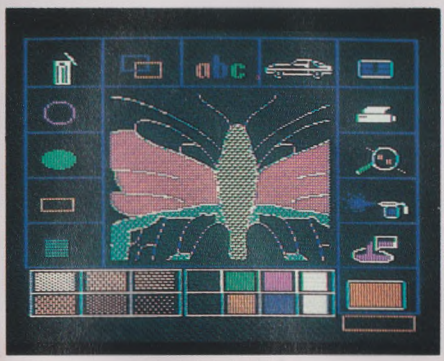
BLAZING PADDLES

An award winning paint program for all ages!

It's hard to believe. But it's true. Blazing Paddles is now used from pre-school to college. At home and in business. Children to adults. It's one of those rare programs that's so versatile because it can do so much with so little effort.

In addition to the usual painting options available in most paint programs, Blazing can be used with any input device, comes complete with a variety of text fonts and pre-drawn shapes, and includes a printer dump for most black and white and color printers.

FAMILY COMPUTING Critics' Choice EDUCATION Winner



Schools like Blazing because it works on any Apple II. Even the 48K models. The user manual includes a short primer on Hi-Res Graphics.

Blazing Paddles Age 4 and up.

- **#04431 Apple II . . . $34.95**
- **#04412 Commodore 64/Atari 800,XL,XE. . . $34.95**

Do you have a unique use for a BAUDVILLE program? A comment, or suggestion, or helpful hint for other users? This is your column so let us know! Write to me, or give me a call.

With TAKE 1 you may have up to 20 different moving characters on the screen at the same time.

TAKE 1 FILES load four times faster than regular DOS.

Voice and speech boards are compatible with TAKE 1 and the PROGRAMMER'S TOOLKIT as long as they will run in Basic language.

Did you know that BLAZING PADDLES makes great quilt or cross-stitch patterns? For an interesting article see the October/November, 1986 issue of **II Computing.**

AWARD MAKER PLUS has the perfect award for the harried mother or father who spends most of their spare time driving kids to ball games, music lessons, or school activities. A 'Parental Express' Award from an appreciative child should guarantee future delivery service with a smile!

OR

Do you have a friend who regularly makes the sod fly on the golf course? Or how about the picture taker who always seems to get great shots of arms and legs rather than faces? AWARD MAKER PLUS gives you the perfect method of recognizing these unique talents!

TAKE 1™ DELUXE VERSION

1986 CLASSROOM COMPUTER LEARNING SOFTWARE AWARD WINNER

Create. Animate.
Make your own computer movies.

You see computer-animated graphics and video effects everywhere: in movies like "Star Wars" on MTV and "The NFL Today" It's one of the most exciting developments in our electronic age.

Now with Take 1, you can create some video wizardry of your own . . . without expensive equipment or advanced programming skills.

Take 1 is a video animation studio for your Apple II series computer. With it, you can create original animated scenes complete with backgrounds and special effects. Show them on your VCR, or make your own movies.

Take 1 Deluxe Version Age 10 and up. Includes **FREE** Animation Library, **"Actors & Actions."**
■ **#06461 Apple II. . .$59.95**

LET YOUR CREATIVITY

Ever since Texas Instruments introduced Sprites to Logo, Logo fans have been fascinated with computer animation. While sprites can be valuable learning tools in other areas, they leave much to be desired for exploring animation. None of the available Sprite packages offer the fun of TAKE 1, a software package for the Apple II family from Baudville.

Sprites have too many limitations. But what about turtle graphics? Let's take a closer look at a procedure for a stick figure to wave his arms.

```
1. TO ANIMATE
   HT LEGS BODY HEAD ARMS
   REPEAT 3 [MOVE]
   END
2. TO HEAD
   REPEAT 60 [FD 1 RT 6]
   END
3. TO ARMS
   LT 90 FD 5 LT 90
   FD 20 BK 40 FD 20
   END
4. TO MOVE
   REPEAT 3 [MOVE UP]
   REPAT 6 [MOVE DOWN]
   REPEAT 3 [MOVE UP]
   END
5. TO BODY
   RT 165 FD 30 LT 90
   END
6. TO MOVE UP
   PENERASE
   FD 20 BK 40 FD 20 PD
   LT 10 FD 20 BK 40 FD 20
   END
7. TO MOVE DOWN
   PENERASE
   FD 20 BK 40 FD 20 PD
   RT 10 FD 20 BK 40 FD 20
   END
```

You can slow down the action if you want by adding a WAIT command, but you can't speed it up. And what happens when you want to put your figure in a gym, for example? Right away, things begin to get complicated. As the figure waves his arms, the background begins to disappear. The more you add to the procedure to correct this type of problem, the more time it will take to run it, and the less lifelike the animation will become.

There's got to be a better way!

Create your background picture making it as elaborate as you want. Use FILL commands to color-in areas. Then create the sixteen pictures it takes to make the figure move through each step of the exercise sequence. Save each picture as a binary picture using SAVEPICT, SAVEPIC, or merely by saving the graphic scene as a binary file.

Now you can go to TAKE 1. The background picture becomes your scene and the action pictures become your actors. Just as the cartoon producers make their movies one frame at a time—one picture at a time, that is—you'll make your Turtle Productions feature one frame at a time. You can test it out, and if something looks out of place, go back and change

ZANY ZINGERS & CHARACTERS

Apple® II Series Computers
LICKETY-SPLIT
BAUDVILLE
A ZANY CAST OF ZINGERS & CHARACTERS TO ADD ZEAL AND ZEST TO YOUR TAKE 1 LIBRARY
NEW IMPROVED!
CREATE YOUR OWN ACTION PACKED ADVENTURE WITH
782
ZANY ACTORS ACTIONS BACKGROUNDS

What would Walt Disney say?

He'd probably order this animation library — just for the fun of it! Created by professional animator Bob Svihovec, Zany Zingers & Characters is the best collection of animation art available for the Apple computer. You get two libraries previously published by Baudville as Heroes & Villains and Business, plus a new library titled Cartoon Characters. That's 782 zany actors, actions, and backgrounds to use with the Take 1 program. It's a wonderful tool for learning how a computer artist creates living images on the screen. A true bargain worth 10 times the price.

Zany Zingers & Characters Age 10 and up.
■ **#25601 Apple II . . . $29.95**

SOAR!

LOGO SPRITES, ANIMATION, AND TAKE 1

By Jim Muller, Young Peoples' Logo Association

that frame. And trust me—the process is much easier than writing about it.

TAKE 1 gives young people the chance to produce quality animated movies, productions anyone can be proud to show. And not too suprisingly, these students learn far more than just computer graphics. By combining the "magic" of TAKE 1 with Logo, young people can explore the world of cartoons and animation... riding on the back of a turtle.

Jim Muller is a free lance writer who manages the Logo Forum on Compuserve. He was involved in the initial introduction of Logo on the Texas Instruments systems and is also credited with founding the Young People's Logo Association.

programmer's TOOLKIT TAKE 1™

SuperCharge BASIC programs with High Powered Graphics and Animation!

Put the power of Take 1 graphics and animation in your own programs. The Toolkit is designed to be easy enough for beginners, yet flexible and powerful enough for the most serious programming applications. Programs are designed graphically, so you see how graphics, animation and Hi-Res text will appear before you write a line of code. Programming is easier with the Toolkit because all of the graphics and animation are accessed directly from Toolkit BASIC ampersand commands.

Take 1 Programmer's Toolkit Age 12 and up. ■ **#10601 Apple . . . $60.00**

NOTE: Many of the Hacker Jack programs are written with the Toolkit, and are an excellent example of how good a BASIC program can be when the right tools are used. Toolkit owners have access to Hacker Jack code. It's a great way to learn how to use the Toolkit.

PROGRAMMER'S CORNER

By Michael Darooge

"How can I use Hi-Res pictures in my own Basic programs?"

This is one of the questions most often asked by users of our programs. Fortunately, on the Apple II, the answer is quite simple. The lines of BASIC in Listing #1 illustrate how to load and display a Hi-Res picture in a program.

Line 100 loads a picture file named "PICTURE1" from the disk, starting at memory address $2000 (hex) which is the location of Hi-Res page 1. The next four lines access "soft switches" that set the proper display mode. Line 110 sets the Hi-Res mode. Line 120 sets full-screen mode. If you wanted a text window at the bottom of the screen, you would use POKE 49235,0 instead. Line 130 selects page 1 for the display. Finally, line 140 switches the display from text to graphics, making the picture visible. To get back to the text screen, use the TEXT command in your program.

If you have a very large BASIC program (longer than 24 sectors on the disk), you will have to use Hi-Res page 2 for the graphics display. This will avoid trashing your program and variables when the picture is loaded. Listing #2 is an example.

Line 100 loads the picture in memory starting at address $4000. Line 130 sets the display to page 2.

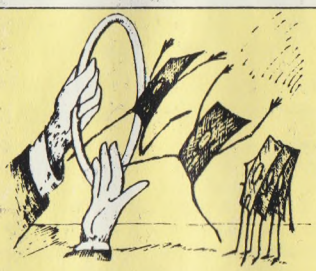
In the Commodore 64 and Atari XL/XE computers, using Hi-Res pictures in BASIC programs is not as easy. There is no standard file format for Hi-Res pictures for these computers. Different graphics programs save the picture data differently. Usually, some type of machine language loader is required to get the display set properly. If you are lucky enough to have the latest version of Blazing Paddles for the C64 or Atari 800, there is a BASIC program called "PICLOAD" that shows you how to use the Hi-Res pictures in your own programs.

LISTING #1

```
100 PRINT CHR$(4) "BLOAD
    PICTURE1, A$2000"
110 POKE 49239,0
120 POKE 49234,0
130 POKE 49236,0
140 POKE 49232,0
```

LISTING #2

```
100 PRINT CHR$(4) "BLOAD
    PICTURE1, A$4000"
110 POKE 49239,0
120 POKE 49234,0
130 POKE 49237,0
140 POKE 49232,0
```



TIPS & TECHNIQUES

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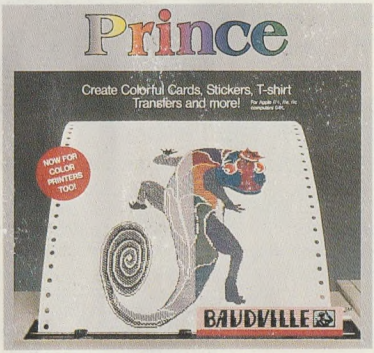

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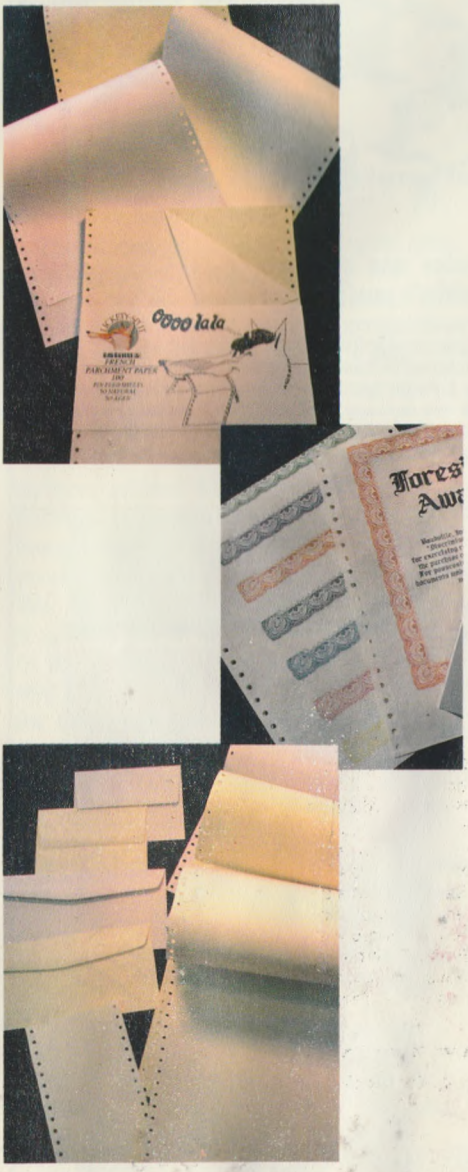

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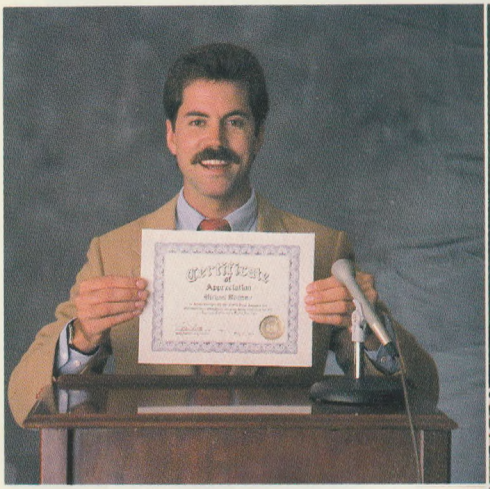

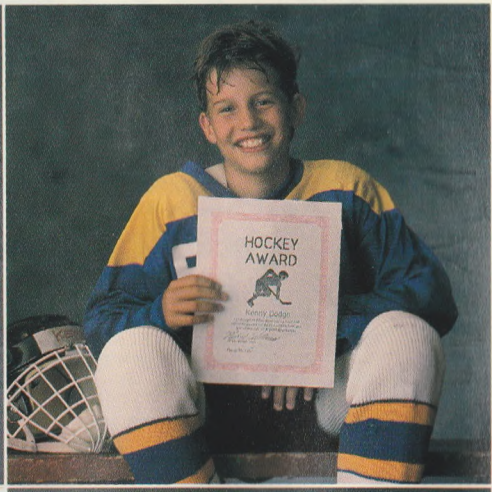

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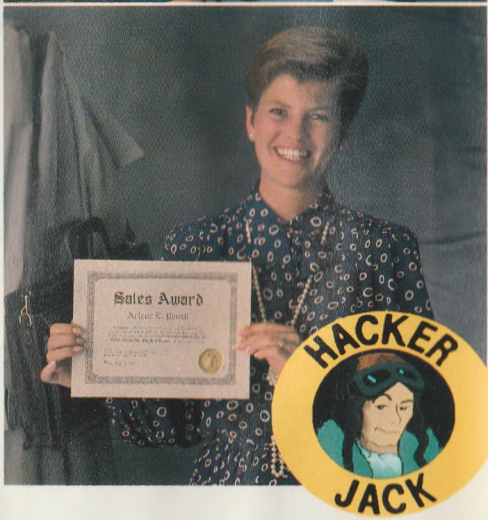

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